



Win As Much As You Can

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ●

Type of Game: An interactive team-based game to competitively learn about making group decisions

How Long: 15-25 minutes

Learning Objectives

- Engage participants in an interactive game that requires group problem-solving skills
- Understand the competing interests of individuals versus groups
- Learn how to build consensus among a team
- Understand the importance of strategizing as a team

Suggested Audiences

Staff, team members, people with HIV, and anyone else who will be involved in working together as a team

History and More Information

The source for this game is “The Big Book of Six Sigma Training Games,” by Chris Chen and Hadley Roth, New York: McGraw-Hill, 2005 (pages 91-94). This game was previously described in the NQC Game Guide (Interactive Exercises for Trainers to Teach Quality Improvement in

HIV Care) developed by the New York Department of Health in August 2006 ([CQII.org](https://www.cqii.org)). CQII has incorporated this game in its advanced QI training program: Training of Quality Leaders (TQL).

Materials

For this game, you will need:

- Paper and different colored pens for each team
- One Win As Much As You Can Instruction Sheet for each team (targethiv.org/virtual-game-guide)
- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform) with breakout room access
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

To prepare for this session:

- Familiarize yourself with the game’s structure
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game’s primary components:

1. Background to the Win As Much As You Can game
2. The game itself
3. Debrief and Discussion on what the game shows, and how its lessons can be applied to HIV care
4. Feedback and close

The Game

Step 1: Provide a brief introduction of the game to participants, including instructions and premise of the game

Step 2: Send everyone a copy of the Win As Much As You Can Instruction Sheet via the chatroom on Zoom (targethiv.org/virtual-game-guide)

Step 3: Divide participants randomly into 4 groups and ask each team to relabel their names to indicate their team name (e.g., Blue — Clemens, Red — Zainab); ask each team to determine a recorder

Step 4: Place teams into Zoom breakout rooms for 5-7 minutes and ask each team to choose either an “x” or a “y”; the recorder should write down the choice on a slip of paper

Step 5: After coming back to the Zoom main room, the recorder from each team is asked to display their slip of paper with the choice (“x” or “y”). Points are rewarded by the facilitator according to how many “x” and “y” are seen based on the Win As Much As You Can Instruction Sheet.

Step 6: Repeat the process for six rounds by asking each team to select a “x” or “y” in their breakout rooms and report back in the main room. The facilitator keeps the score.

Step 7: Rounds 3, 5, and 6 respectively are bonus rounds where winnings and losses will be multiplied two times. Before each bonus round, each team selects a team representative to ‘negotiate’ with all other team representatives about their upcoming vote; they are placed in a breakout room for 2-3 min while all other participants remain in the main room. Once representatives are brought back to the main room, assign the teams into their team breakout rooms and give them one minute more to discuss the vote before turning in their ballots.

Step 8: The facilitator selects the winning team after all six rounds

Debrief and Discussion

- Ask the teams to describe their work: how did each team decide on its letter? What was the decision-making process?
- Discuss the application of what they have learned to their own HIV program.
- Was this useful? Why or why not?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success.